

1 CLAIMS

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3 1. A gaming method utilizing a number of stored game records, each game record being
4 associated with a game play outcome, the method including the steps of:

5 (a) creating a player account for a player, the player account having an account

6 balance;

7 (b) receiving a game ticket request from the player, the game ticket request
8 identifying a play quantity, the play quantity comprising a value representing a
9 quantity of game play outcomes to be obtained;10 (c) determining if the account balance for the player account is sufficient for the
11 play quantity; and12 (d) in the event that the account balance for the player account is sufficient for the
13 play quantity, applying a number of ticket indicia to a ticket substrate to produce
14 a game ticket, each ticket indicia being directly identifiable, corresponding to a
15 particular one of the game records, and representing the respective game play
16 outcome associated with the particular one of the game records.

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18 2. The method of Claim 1 further including the step of applying game play information to
19 the ticket substrate, the game play information being in machine readable form and
20 specifying each game play outcome represented on the game ticket.

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1 3. The method of Claim 2 wherein the step of applying the game play information includes
2 applying an encoded identifier for each game play outcome represented on the game
3 ticket.

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5 4. The method of Claim 2 wherein the step of applying the game play information
6 includes:

7 (a) applying a first value representing a sequential value correlated to a first game
8 play outcome represented on the game ticket; and
9 (b) applying a second value representing the play quantity.

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11 5. The method of Claim 2 wherein the step of applying the game play information includes
12 applying a ticket identifier to the game ticket and further including the step of recording
13 in a data storage device separate from the game ticket a set of ticket data correlated to
14 the ticket identifier, the set of ticket data identifying each game play outcome
15 represented on the game ticket.

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17 6. The method of Claim 2 further including the steps of:
18 (a) distributing the game ticket to the player;
19 (b) reading the game play information from the game ticket at a player terminal;
20 and

(c) for at least one game play outcome represented on the game ticket, displaying a graphic game representation indicating the respective game play outcome represented on the game ticket, each respective graphic game representation being displayed in response to a respective player input made after the step of reading the game play information at the player terminal.

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7. The method of Claim 6 wherein the step of displaying the graphic game representation
comprises displaying a representation related to a casino type game.

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10. The method of Claim 1 further including the steps of deducting a cost associated with
each respective game play outcome represented on the game ticket substantially
concurrently with the step of applying the ticket indicia to the ticket substrate and
adding a payoff amount associated with at least one such game play outcome in
response to a ticket redemption request initiated by the player.

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16. 9. The method of Claim 1 wherein each ticket indicia comprises an outcome code selected
from a set of available outcome codes for a game being played.

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19. 10. The method of Claim 9 further including the step of displaying a prize table in which
each outcome code in the set of available outcome codes is associated with a prize level
in the game.

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1 11. The method of Claim 2 further including the steps of:

2 (a) distributing the game ticket to the player;

3 (b) reading the game play information from the game ticket at a point of sale

4 terminal after the game ticket is distributed to the player; and

5 (c) providing the player with a result of the game ticket after reading the game play

6 information.

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8 12. The method of Claim 1 further including the step of applying a cover material to the

9 ticket substrate, the cover material obscuring each ticket indicia applied to the ticket

10 substrate.

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12 13. The method of Claim 1 further including the step of applying each ticket indicia to the

13 ticket substrate through a cover material which obscures each respective ticket indicia.

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15 14. A program product for use in controlling a game played with a number of stored game

16 records, each game record being associated with a game play outcome, the program

17 product being stored on a computer readable medium and including:

18 (a) player account program code for creating a player account for a player, the

19 player account having an account balance;

- (b) ticket request program code for receiving a game ticket request from the player, the game ticket request identifying a play quantity, the play quantity comprising a value representing a quantity of game play outcomes to be obtained;
- (c) account comparison program code for determining if the account balance for the player account is sufficient for the play quantity; and
- (d) ticket production program code for causing a game ticket dispenser to apply a number of ticket indicia to a ticket substrate to produce a game ticket in the event that the account balance for the player account is sufficient for the play quantity, each ticket indicia being directly identifiable, corresponding to a particular one of game records, and representing the respective game play outcome associated with the particular one of the game records.

15. The program product of Claim 14 further including ticket encoding program code for causing an encoding device to apply game play information to the ticket substrate, the game play information being in machine readable form and specifying each game play outcome represented on the game ticket.

16. The program product of Claim 15 wherein the game play information includes an encoded identifier for each game play outcome represented on the game ticket.

17. The program product of Claim 15 wherein the game play information includes:

- (a) a first value representing a sequential value correlated to a first game play outcome represented on the game ticket; and
- (b) a second value representing the play quantity.

18. The program product of Claim 15 wherein the game play information includes a ticket identifier and further including ticket database program code for causing a data storage device separate from the game ticket to store a set of ticket data correlated to the ticket identifier, the set of ticket data identifying each game play outcome represented on the game ticket.

19. The program product of Claim 15 further including player terminal program code for receiving the game play information read from the game ticket at a player terminal and for causing a player terminal display device to display a graphic game representation indicating at least one game play outcome represented on the game ticket, each respective graphic game representation being displayed in response to a respective player input made after the game play information is read from the game ticket at the player terminal.

20. The program product of Claim 19 further including account maintenance program code for deducting a cost associated with each respective game play outcome represented on the game ticket in response to the game ticket request and adding a payoff amount

1 associated with at least one respective game play outcome in response to a later
2 redemption request initiated by the player.

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4 21. The program product of Claim 15 further including point of sale program code for
5 receiving the game play information read from a reading device associated with a point
6 of sale terminal and for providing the player with a result of the game ticket after
7 reading the game play information.

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9 22. A gaming system which utilizes a number of stored game records, each game record
10 being associated with a game play outcome, the gaming system including:

11 (a) a player account storage device storing player account data for each game
12 player, the player account data for each player including an account balance for
13 the respective player;

14 (b) a player account processing device for controlling the player account storage
15 device and for comparing the account balance for a respective one of the players
16 with a play quantity in response to a ticket request for the respective player, the
17 play quantity comprising a value representing a quantity of game play outcomes
18 defined in the ticket request for the respective player;

19 (c) a point of sale component for communicating game ticket requests to the player
20 account processing device;

(d) a ticket production device associated with the point of sale component, the ticket production device for applying a number of ticket indicia to a ticket substrate to produce a game ticket in the event that the account balance for the respective player account is sufficient for the play quantity specified in a game play request for the respective player, each ticket indicia being directly identifiable, corresponding to a particular one of game records, and representing the respective game play outcome associated with the particular one of the game records.

10. 23. The gaming system of Claim 22 further including a ticket encoding device for applying
11. game play information to the ticket substrate, the game play information being in
12. machine readable form and specifying each game play outcome represented on the game
13. ticket.
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15. 24. The gaming system of Claim 23 wherein the game play information includes an
16. encoded identifier for each game play outcome represented on the game ticket.
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18. 25. The gaming system of Claim 23 wherein the game play information includes:
19. (a) a first value representing a sequential value correlated to a first game play
20. outcome represented on the game ticket; and
21. (b) a second value representing the play quantity.

1 26. The gaming system of Claim 23 wherein the game play information includes a ticket
2 identifier and wherein the player account storage device is also for storing a set of
3 ticket data correlated to the ticket identifier, the set of ticket data identifying each game
4 play outcome represented on the game ticket.

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6 27. The gaming system of Claim 22 further including a player terminal for receiving the
7 game play information read from the game ticket and for displaying a graphic game
8 representation indicating at least one game play outcome represented on the game
9 ticket, each respective graphic game representation being displayed in response to a
10 respective player input at the player terminal made after the game play information is
11 read from the game ticket at the player terminal.

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13 28. The gaming system of Claim 22 wherein the account processing device is also for
14 deducting a cost associated with each respective game play outcome represented on the
15 game ticket in response to the game ticket request and adding a payoff amount
16 associated with at least one respective game play outcome in response to a later
17 redemption request.

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19 29. The gaming system of Claim 22 wherein the point of sale component includes a game
20 ticket reading device and is also for receiving the game play information from the game

1 ticket reading device associated with a point of sale terminal and for providing the
2 player with a result of the game ticket after reading the game play information.

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4 30. A gaming method utilizing a number of stored game records, each game record being
5 associated with a game play outcome, the method including the steps of:

6 (a) receiving a game ticket request from a player, the game ticket request
7 identifying a play quantity comprising a value representing a quantity of game
8 play outcomes to be obtained;

9 (b) applying a number of ticket indicia to a ticket substrate to produce a game
10 ticket, the number of ticket indicia applied being equal to the play quantity,
11 each ticket indicia being directly identifiable, corresponding to a particular one
12 of the game records, and representing the respective game play outcome
13 associated with the particular game record;

14 (c) applying a ticket identifier to the game ticket; and

15 (d) recording in a data storage device separate from the game ticket a set of ticket
16 data correlated to the ticket identifier, the set of ticket data identifying each
17 game play outcome represented on the game ticket.

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19 31. The method of Claim 30 further including the steps of:

20 (a) reading the ticket identifier from the game ticket;

- (b) locating the set of ticket data for the game ticket using the ticket identifier read from the game ticket; and
- (c) reading information from the set of ticket data after locating the set of ticket data using the ticket identifier.

32. The method of Claim 31 wherein the step of reading the ticket identifier is performed at a player terminal and further including the step of, for at least one game play outcome represented on the game ticket, displaying a graphic game representation indicating the respective game play outcome, each respective graphic game representation being displayed in response to a respective player input made after the step of reading information from the set of ticket data.

33. The method of Claim 31 wherein the step of reading the ticket identifier is performed at a point of sale terminal and further including the step of providing the player with a result of the game ticket, the result being provided at the point of sale terminal.

34. A program product for playing a game utilizing a number of stored game records, each game record being associated with a game play outcome, the program product being stored on a computer readable medium and including:

- (a) ticket request program code for receiving a game ticket request from a player, the game ticket request identifying a play quantity comprising a value representing a quantity of game play outcomes to be obtained;
- (b) ticket printing program code for causing a game ticket dispenser to apply a number of ticket indicia to a ticket substrate to produce a game ticket, the number of ticket indicia applied being equal to the play quantity, each ticket indicia being directly identifiable, corresponding to a particular one of the game records, and representing the respective game play outcome associated with the particular game record;
- (c) ticket encoding program code for causing a ticket encoding device to apply a ticket identifier to the game ticket; and
- (d) ticket database program code for causing a data storage device separate from the game ticket to store a set of ticket data correlated to the ticket identifier, the set of ticket data identifying each game play outcome represented on the game ticket.

35. The program product of Claim 34 wherein the ticket database program code is also for locating the set of ticket data for the game ticket in response to the ticket identifier read from the game ticket and for reading data from the set of ticket data.

1 36. The program product of Claim 35 wherein the ticket identifier is read at a player
2 terminal and further including player terminal program code for displaying a graphic
3 game representation indicating the respective game play outcome for at least one game
4 play outcome represented on the game ticket, each respective graphic game
5 representation being displayed in response to a respective player input made after
6 reading data from the set of ticket data.

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8 37. The program product of Claim 35 further including point of sale program code for
9 causing the point of sale terminal to provide the player with a result of the game ticket.

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11 38. A gaming system utilizing a number of stored game records, each game record being
12 associated with a game play outcome, the gaming system including:
13 (a) a point of sale component for receiving a game ticket request from a player, the
14 game ticket request identifying a play quantity comprising a value representing a
15 quantity of game play outcomes to be obtained;
16 (b) a game ticket dispenser for applying a number of ticket indicia to a ticket
17 substrate to produce a game ticket, the number of ticket indicia applied being
18 equal to the play quantity, each ticket indicia being directly identifiable,
19 corresponding to a particular one of the game records, and representing the
20 respective game play outcome associated with the particular game record; and

- (c) a ticket data storage device separate from the game ticket for storing a set of ticket data correlated to a ticket identifier associated with the game ticket, the set of ticket data identifying each game play outcome represented on the game ticket.

39. The gaming system of Claim 38 further including:

(a) a ticket encoding device for applying the ticket identifier to the game ticket.

40. The gaming system of Claim 38 further including:

- (a) a ticket reader device for reading the ticket identifier from the game ticket; and
- (b) a processing device for locating the stored set of ticket data for the game ticket using the ticket identifier read from the game ticket and for reading ticket result information from the set of ticket data after locating the set of ticket data using the ticket identifier.

41. The gaming system of Claim 40 wherein the ticket reader is included in a player terminal and further including a player terminal display for displaying a graphic game representation indicating a respective one of the game play outcomes represented on the game ticket, the graphic game representation being displayed in response to a player input made after the processing device reads ticket result information from the set of ticket data.

1 42. The gaming system of Claim 40 wherein the ticket reader is included in the point of
2 sale terminal and wherein the point of sale terminal includes a game ticket result device
3 for providing the player with a result of the game ticket.

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5 43. A gaming ticket for use in a game utilizing a set of stored game records, each game
6 record being associated with a game play outcome, the gaming ticket including:

7 (a) a ticket substrate;

8 (b) a plurality of outcome codes printed on one face of the ticket substrate, each
9 outcome code being correlated to a particular game record and game play
10 outcome; and

11 (c) a data storage arrangement formed on the ticket substrate, the data storage
12 arrangement having stored therein game play information, the game play
13 information being in machine readable form and specifying each game play
14 outcome represented by a respective one of the outcome codes printed on the
15 ticket substrate.

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17 44. The gaming ticket of Claim 43 wherein the game play information further includes a
18 ticket identifier and wherein the ticket identifier is correlated to a set of ticket data
19 stored at a device remote from the gaming ticket, the set of ticket data identifying each
20 game play outcome represented on the gaming ticket.

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1 45. The gaming ticket of Claim 43 wherein the game play information further includes a
2 player account identifier.

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4 46. The gaming ticket of Claim 43 wherein the data storage arrangement comprises a strip
5 of magnetic media located on a face of the ticket substrate opposite to the face on which
6 the ticket indicia are printed.

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8 47. The gaming ticket of Claim 43 further including a removable cover material applied
9 over the ticket indicia, the cover material obscuring each ticket indicia on the ticket
10 substrate.